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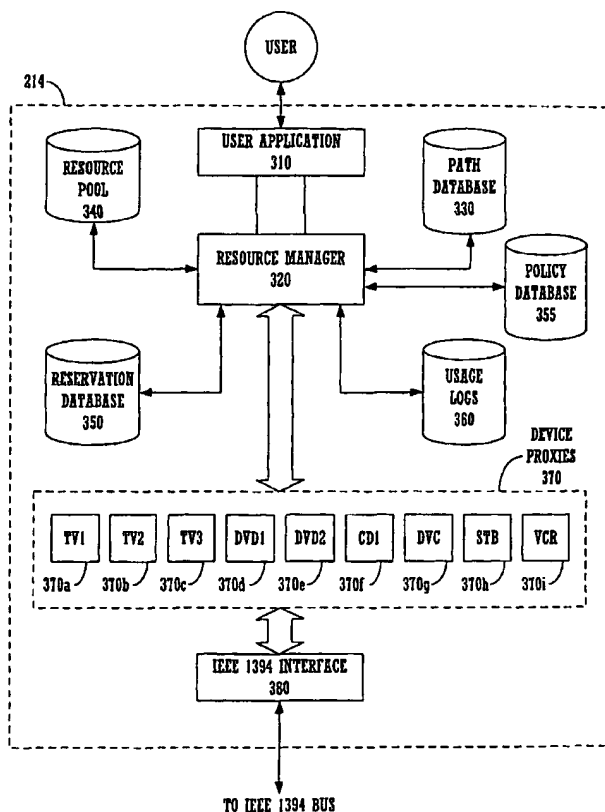
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(54) Title: A METHOD AND A DEVICE FOR MANAGING RESOURCES IN A NETWORK



(57) Abstract: A method of managing resources within a network for consumer electronic media devices such that users are presented with a "service-centric" or "content-centric" view of the network. In one embodiment, the method is implemented as a software resource manager which provides a centralized resource allocation, reservation and access control functionalities for a home server of a home entertainment system. Particularly, user applications of the home server receive service-specific (or, content-specific) requests from a user, and converts the service-specific request into information that identifies the necessary resources for providing the service. The software resource manager then determines whether the necessary resources are available upon receiving the request. If the necessary resources are available, the software resource manager then sends control signals to the source and destination devices causing them to perform the requested media services. Additionally, the software resource manager of the present invention provides event scheduling and request arbitration functionalities to the network of consumer electronic devices and also performs policy checking functions.

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A METHOD AND A DEVICE FOR MANAGING RESOURCES IN A NETWORKRELATED CASE

The instant application is a continuation-in-part of United States Patent Application Serial Number 09/281,636 filed on March 30, 1999, and entitled "METHOD OF MANAGING RESOURCES WITHIN A NETWORK OF CONSUMER ELECTRONIC DEVICES," by Edward B. Eytchison and assigned to the assignee of the present invention.

FIELD OF THE INVENTION

The present invention pertains generally to the field of consumer electronic devices. More specifically, the present invention pertains to the field of networked consumer electronic media devices. One embodiment described herein is a resource manager for providing a content-centric view of a network of consumer electronic devices.

BACKGROUND OF THE INVENTION

An entertainment system typically includes a number of consumer electronic media devices such as televisions, compact disc (CD) players, tuners, digital video disc (DVD) players, a video cassette recorders (VCRs) and high-fidelity speakers. Many sets of wires are usually required to connect these components together to provide the desired functionality. For example, a wire is required for connecting the DVD player to the TV and another wire is required for connecting the DVD player to the tuner. Yet another wire is required for connecting the tuner to the speakers. Most of these devices only have a limited

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number of inputs and outputs for connecting to other devices. Thus, it is not surprising that most entertainment systems include only a handful of different devices.

5 Recently, a class of consumer electronic media devices has been introduced that can be networked together using a standard communication protocol layer (e.g., IEEE 1394 communication standard). The IEEE 1394 standard is an international standard for implementing an inexpensive high-speed serial bus architecture which supports both asynchronous and
10 isochronous format data transfers. The IEEE 1394 standard provides a high-speed serial bus for interconnecting digital devices thereby providing universal input/output connection. The IEEE 1394 standard defines a digital interface for applications thereby eliminating the need for an application to convert digital data to an analog form before it is transmitted across the bus. Correspondingly,
15 a receiving application will receive digital data from the bus, not analog data, and will therefore not be required to convert analog data to digital form. The IEEE 1394 standard is ideal for consumer electronics communication in part because devices can be added to or removed from the serial bus while the bus is active. If a device is so added or removed, the bus automatically reconfigures
20 itself for transmitting data between the then existing devices. Each device on the bus is a "node" and contains its own address space.

 The provision of the IEEE 1394 serial communication bus for networking consumer electronic devices has allowed the development of an entertainment
25 network that consists of a large number of consumer electronic devices. In addition, the provision of the IEEE 1394 serial bus enables a single source device to provide content to multiple destination devices. For example, a DVD

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player located in the living room can be shared by multiple TV sets located in the bedrooms and in the kitchen. However, one problem associated with sharing source devices within the entertainment network is that multiple users may want to use the same source devices at the same time. Therefore, it would be advantageous to provide an access control system that allocates control of the devices intelligently.

Another problem associated with such an entertainment network is bandwidth contention. For example, if many TV sets and DVD players are connected to the home network, the IEEE 1394 serial bus may not have sufficient bandwidth to support multiple simultaneous isochronous channels for multiple video streams. Therefore, it would be advantageous to provide a method of managing a network of consumer electronic media devices. It would also be advantageous to provide a method of managing resources within a network of consumer electronic media devices such that the problem of bandwidth contention is addressed.

Yet another problem associated with an entertainment network is that, since media (e.g., CDs, DVDs) are distributed across the network, it is burdensome for a user to locate the desired media. For example, a home entertainment network may include several DVD players and DVD jukeboxes each capable of holding hundreds of DVDs. It would be difficult for a user to browse through every devices to locate the desired DVD. Therefore, it would be advantageous to provide a method of managing resources within the home network such that complicated management and control of the devices are hidden from the users.

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Another problem associated with an entertainment network is that, when connected to the Internet, the consumer electronic devices and information contained therein may become compromised due to unauthorized access from third party users (e.g., hackers). Therefore, it would be advantageous to provide
5 a method of managing resources within the home network such that the devices are protected from misuse and unauthorized accesses.

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SUMMARY OF THE DISCLOSURE

Accordingly, the present invention provides an intelligent centralized resource allocation, reservation and access control system for a home network. Furthermore, the present invention provides a method of managing resources
5 within a network such that the users, user applications and system processes, etc., are presented with a "service-centric" or "content-centric" view of the network rather than a "device-centric" view of the network. The present invention also provides a method of managing resources within an entertainment network such that requested services can be delivered to a user
10 without requiring the user to directly control the devices. In one embodiment, the home network is a home entertainment network.

In furtherance of one embodiment of the present invention, the network (e.g., home network, office network) includes a plurality of consumer electronic
15 media devices (e.g., Digital Video Disc Players, TVs, etc.) and a home server coupled together via high speed connections such as the IEEE 1394 bus. Particularly, users and user applications of the home network have no direct control over the devices. Rather, users and user applications can only request the software resource manager, which has complete control over all the
20 resources of the network, to provide services.

According to an embodiment of the present invention, upon receiving a service request from a user, the resource manager translates the service-specific (or, content-specific) request into device-specific information, and
25 determines whether the devices necessary for providing the media service are available. The software resource manager also determines whether a routing path between the necessary devices has sufficient bandwidth for providing the

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requested media service. If necessary devices and bandwidth are available, the software resource manager then sends control signals to the proxies of the devices and causes them to provide the requested media services. In this manner, resources of the entertainment network are hidden from the users and other user applications. Because the devices and device proxies are isolated from the user applications, a secure entertainment network can also be achieved.

In one embodiment of the present invention, the software resource manager maintains a resource database for tracking the availability of consumer electronic devices of a home entertainment network. Once a device is in-use, or otherwise becomes unavailable, the device is removed from the resource database. When the device becomes available again, it is added to the resource database. In this way, the software resource manager can easily determine the availability of the devices. The software resource manager further maintains a path database for tracking the availability of the routing paths between the devices. The path database stores all possible routing paths between all the devices and the bandwidth requirements for all the devices. With such information, the software resource manager can then readily determine whether the network can provide sufficient bandwidth to deliver the requested media service.

In accordance with another embodiment of the present invention, the software resource manager provides a reservation database for storing resource reservation information based on clock or calendar time. In this embodiment, the resource manager is configured for receiving a request for a future media service. The request is then stored within the reservation

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database. The home server of the present invention further provides a scheduler for scheduling the execution of the requested media service at a future time.

- 5 These and others advantages of the present invention not specifically mentioned above will become clear within discussions presented herein.

BRIEF DESCRIPTION OF THE DRAWINGS

The accompanying drawings, which are incorporated in and form a part of this specification, illustrate embodiments of the invention and, together with the description, serve to explain the principles of the invention:

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Figure 1 is a block diagram illustrating components of a home server in accordance with the present invention.

Figure 2 illustrates an exemplary entertainment network in which
10 embodiments of the present invention may be practiced.

Figure 3 is a logical block diagram of the software processes of a home server illustrated in Figure 2 in accordance with the present invention.

15 Figure 4 is a data flow diagram illustrating the communication protocol between user application and software resource manager illustrated in Figure 3 in furtherance of the present invention.

Figure 5 is a flow diagram illustrating steps of the process of managing
20 network resources according to an embodiment of the present invention.

Figure 6 is a flow diagram illustrating steps of the process of reserving network resources according to an embodiment of the present invention.

25 Figure 7 is a flow diagram illustrating a process of managing resources within a home network in accordance with an embodiment of the present invention.

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Figure 8 is a flow diagram illustrating a process of configuring devices of a home network with meta-information in accordance with another embodiment of the present invention.

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Figure 9 illustrates a logical diagram of an exemplary 2-hour video clip a service request list that describes how the video clip should be played according to an embodiment of the present invention.

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Figure 10 illustrates a portion of the hierarchical structure of an exemplary service request list in accordance with an embodiment of the present invention.

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DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

In the following detailed description of the preferred embodiments, for purposes of explanation, numerous specific details are set forth in order to provide a thorough understanding of the present invention. However, it will be
5 apparent to one skilled in the art that the present invention may be practiced without these specific details. In other instances, well-known structures and devices are not described in detail in order to avoid obscuring aspects of the present invention.

10 I. COMPUTER SYSTEM ENVIRONMENT OF THE PRESENT INVENTION

Some portions of the detailed descriptions which follow are presented in terms of procedures, steps, logic blocks, processing, and other symbolic representations of operations on data bits within a computer memory. These descriptions and representations are the means used by those skilled in the
15 data processing arts to most effectively convey the substance of their work to others skilled in the art. A procedure, computer executed step, logic block, process, etc., is here and generally conceived to be a self-consistent sequence of steps of instructions leading to a desired result. The steps are those requiring physical manipulations of data representing physical quantities to achieve
20 tangible and useful results. It has proven convenient at times, principally for reasons of common usage, to refer to these signals as bits, values, elements, symbols, characters, terms, numbers or the like.

It should be borne in mind, however, that all of these and similar terms
25 are to be associated with the appropriate physical quantities and are merely convenient labels applied to these quantities. Unless specifically stated otherwise as apparent from the following discussions, it is appreciated that

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throughout the present disclosure, discussions utilizing terms such as "collecting", "computing", "determining", "grouping", "mapping", "assigning" or the like, refer to the actions and processes of a computer system, or similar electronic computing device. The computer system or similar electronic device
5 manipulates and transforms data represented as electronic quantities within the computer system's registers and memories into other data similarly represented as physical quantities within the computer system memories into other data similarly represented as physical quantities within the computer system memories or registers or other such information storage, transmission, or
10 display devices.

Specific aspects of the present invention are operable within a server system (e.g., a home server system). In general, a home server (or other intelligent electronic device such as a set-top-box) for the entertainment network
15 in accordance with the present invention includes a general purpose computer system 101 operable as a platform to implement and support elements of the present invention. As shown in Figure 1, computer system 101 includes an address/data bus 102 for communicating information including address, data, and control signals, a central processor 104 coupled with bus 102 for
20 processing information and instructions, a volatile memory 106 (e.g., random access memory RAM) coupled with the bus 102 for storing information and instructions for the central processor 104 and a non-volatile memory 108 (e.g., read only memory ROM) coupled with the bus 102 for storing static information and instructions for the processor 104, a data storage device 110 such as a
25 magnetic or optical disk and disk drive coupled with the bus 102 for storing information and instructions, an optional display device 118 coupled to the bus 102 for displaying information to the computer user, an optional alphanumeric

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input device 114 including alphanumeric and function keys coupled to the bus 102 for communicating information and command selections to the central processor 104, an optional cursor control or directing device 116 coupled to the bus 102 for communicating user input information and command selections to the central processor 104, and a communication device 112 coupled to the bus 102 for communicating signals that are input and output from the system 101. The communication device 112 is configured for connecting to an entertainment network via an IEEE 1394 serial communication bus 215. Computer 101 may further include another communication device (e.g., a modem) for connecting the home network to the Internet.

Program instructions executed by the home server 101 can be stored in computer usable memory units such as RAM 106, ROM 108, or in the storage device 110, and when executed in a group can be referred to as logic blocks or procedures. It is appreciated that data produced at the various stages of the present invention, including path availability information and resource availability information, can also be stored in RAM 106, ROM 108 or the storage device 110 as shown in Figure 1.

The display device 118 of Figure 1 utilized with the computer system 101 of the present invention is optional and may be a flat panel liquid crystal display (LCD) device, a TV, a personal digital assistant (PDA) or other display device suitable for creating graphic images and alphanumeric characters recognizable to the user. The cursor control device 116 allows the computer user to dynamically signal the two dimensional movement of a visible pointer on a display screen of the display device 118. Many implementations of the cursor control device are known in the art including a trackball, mouse, joystick or

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special keys on the alphanumeric input device 114 capable of signaling movement of a given direction or manner of displacement.

II. NETWORK ENVIRONMENT IN ACCORDANCE WITH THE PRESENT INVENTION

5 Figure 2 illustrates an exemplary entertainment network 200 in which the present invention may be practiced. Exemplary network 200 includes consumer electronic media devices (including computer systems) as nodes but could be extended equally well to cover other electronic devices. Exemplary
10 network 200 includes a digital video camera 210, a video cassette recorder (VCR) 212, a home server 214, a set-top-box 213, television sets (TVs) 211a-211c, a compact disc (CD) jukebox 220 and DVD players 222a-222b connected together by IEEE 1394-1995 (IEEE 1394) bus 215. The set-top-box 213 can be coupled to receive media from a cable TV system. The IEEE 1394 bus lines, or
15 "cables," allow the consumer electronic media devices to transmit data, commands and parameters to other devices of the network 200.

It should be noted that home network 200 illustrated in Figure 2 is exemplary only and that a home network in accordance with the present
20 invention could include many different combinations of components. It should also be appreciated that consumer electronic devices of the network 200 may be accessed via user applications such as a web-browser.

The IEEE 1394 communication standard within network 200 of Figure 2
25 supports isochronous data transfers of digital encoded information. Isochronous data transfers are real-time transfers which take place such that the time intervals between significant instances have the same duration at both the

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transmitting and receiving applications. Each packet of data transferred isochronously is transferred in its own time period. An example of a "real-time" application for the transfer of data isochronously is from VCR 212 to TV 211a of Figure 2. The VCR 212 records images and sounds and saves the data in discrete packets. The VCR 212 then transfers each packet, representing the images and sounds recorded over a limited time period, during that time period, for display by the TV 211a. The IEEE 1394 standard bus architecture provides multiple channels for isochronous data transfers between applications. Specifically, a six bit channel number is broadcast with the data to ensure reception by the appropriate application. This feature of the IEEE 1394 bus allows multiple devices to simultaneously transmit isochronous data across the bus structure. This feature also enables media (e.g., CDs, DVDs, video cassettes, etc.) to be distributed across the home network 200. Further, this feature enables the devices of the entertainment network 200 to be distributed across the home.

III. RESOURCE MANAGER ACCORDING TO AN EMBODIMENT OF THE PRESENT INVENTION

In conventional home networks, users are presented with a "device-centric" view of the network. That is, users of conventional home networks are given a list of devices in the network, and the users must individually control each electronic devices in the network to get the desired functionality. For example, a user desiring to play a DVD must first select the DVD player from a user-interface of the home network system and then selects a "play" button. Such a "device-centric" view of the home network can be cumbersome and complicated for the users if a large number of devices are connected to the home network. The resource manager of the present invention provides a

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solution to this problem by enabling the home network to present to the users a "content-centric" view, or "service-centric" view, of the network. In accordance with the present invention, when presented with a "content-centric" view or "service-centric" view, users can select the content or service available from the
5 network without regard to the devices that contain and provide the service.

In accordance with the present invention, audio/visual (A/V) streams, movies stored on DVDs (or VCDs, etc.), sound tracks stored on CDs, web-pages, etc., that are accessible by a home network (e.g., network 200) are
10 considered "contents". "Services" herein refer to systems and methods of providing the users of the home network with the content accessible by the network and use of the devices of the network. For example, a service provided by the home server may be the delivery of a movie to a particular room in the house. As another example, if a user requests a movie to be played at the
15 family room, then the "content" in this case would be the A/V streams of the movie stored within a DVD jukebox coupled to the home network, and the "service" would be the delivery of the A/V streams to the family room. The resource manager of the present invention manages the resources underlying the service delivery operations such that services can be performed with
20 minimal user control, significantly improving the ease-of-use of home audio-visual devices. The resource manager of the present invention also determines whether a service will be provided to a particular user (e.g., authorized user) with a policy-checking mechanism.

25 Figure 7 is a flow chart diagram illustrating a process 700 of managing resources within a home network in accordance with an embodiment of the present invention. In accordance with the present embodiment, users of the

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home network are not presented with information regarding the devices of the home network. That is, users are not presented with a "device-centric" view of the home network. Rather, users are presented with a "content-centric" or "service-centric" view of the network. Significantly, users do not control the devices directly to achieve the desired goals. Rather, the users request "services" to be performed by the home network. The requests may be granted or denied depending upon the identity of the user, the associated access policies and the availability of resources.

10 As illustrated in Figure 7, at step 710, the resource manager of the present embodiment receives a service request from a user. For example, a service request may be "play a movie M at the family room." In the present embodiment, users may explicitly indicate the location where the services are to be delivered. If the location is not explicitly indicated by the users, the location
15 can be inferred from the location where the request is made.

At step 720, the resource manager of the present embodiment determines the identity of the user making the service request. In the present embodiment, the identity of a user can be ascertained by requiring the user to go through a user authentication process (e.g., a "log in" process) before the user is permitted to make a request for selected services. Any number of well known user authentication processes can be used in accordance with the present invention.

25 At step 730, the resource manager of the present embodiment checks a database of pre-programmed and pre-determined policy statements, and at step 740, determines whether any policy statements are violated by the service

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request. An example of a policy statement would be "user A can only watch G-rated movies." Thus, in this example, if the movie M is an "R-rated" movie and if user A is the user making the request, the policy statement would be violated.

5 The resource manager of the present embodiment may also perform a step 735 of checking a user-activities record to determine whether any policy statements are violated. An example is that the policy may be "user X may watch Y hours of TV per day." In this example, the resource manager of the present embodiment accesses the user-activities record and determines
10 whether user X has watched more than Y hours of TV that day.

If it is determined that one or more policy statements are violated by the service request, the resource manager denies the request and informs the user that the requested service is not permitted at step 770.

15

At step 750, if it is determined that the requested service does not conflict with any policy statements, the resource manger checks the availability of the resources that are necessary for bringing about the requested services. For example, if a DVD-player is needed for performing the requested service, then
20 the resource manager will check whether the DVD-player is in use.

At step 755, the resource manager determines whether the resources needed for carrying out the requested service are available. It is important to note that, in accordance with the present embodiment, network bandwidth is a
25 resource that is considered.

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At step 760, if it is determined that the resources are available, the resource manger will send appropriate control signals to the devices (or the device proxies) such that the requested service can be performed.

5 At step 770, if it is determined that some or all of the resources are already in use, the resource manager denies the request and informs the user that the requested service is not available. It should be noted that, if the incoming request has a higher priority than the request that is currently occupying a resource, then the resource manger grants the high priority request
10 and terminates the service that is currently provided for the low priority request.

Figure 8 is a flow diagram illustrating another embodiment of the present invention. According to the present embodiment, the resource manager of the present invention may perform additional functions not specifically requested by
15 the user. For example, the resource manager may determine that a certain movie may be best viewed when surround sound effects are turned on. Such preference information may be stored as meta-data of the content. The resource manager of the present invention, upon detecting such information, may automatically turn on surround sound effects of the output devices at the
20 location where the services are rendered.

As illustrated, at step 810, the resource manager receives a service request from a user. As an example, the service request may be "play a movie M in the family room."

25

At step 820, the resource manager of the present embodiment determines the identity of the user making the request. In the present

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embodiment, the identify of a user can be ascertained by requiring the user to perform a user authentication process (e.g., a "log in" process) before the user is permitted to make a request for services. User authentication processes are well known in the art, and are therefore not described in detail herein to avoid
5 obscuring aspects of the present invention. The resource manager also retrieves preference information associated with the user.

At step 830, the resource manager of the present embodiment determines whether the service request violates any policy statements and also
10 determines whether the requisite resources are available. If it is determined that the services requested are not permissible and/or unavailable, the resource manager may refuse to provide the service to the user at step 835, and the process 800 ends.

15 At step 840, if it is determined the services requested are permissible and available, the resource manager of the present embodiment retrieves meta-data associated with the content of the requested service. An example of meta-data of a movie may be the rating information, or the identity of the director of the movie, etc. The meta-data may also include information regarding the
20 optimum device configuration for the content. For example, the meta-data of a movie may indicate that the movie is best viewed when surround sound is turned on.

At step 850, the resource manager of the present embodiment configures
25 the devices of the network according to the meta-data associated with the requested service. Step 850 includes the step of sending appropriate control signals to the devices (or device proxies) of the home network. In the example

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of the split screen football game, the resource manager will set up the TV to play the football game in a split screen mode - one screen for the quarterback camera and another for the receiver camera.

5 At step 860, the resource manager of the present invention performs the process for providing the requested service to the user including sending appropriate control signals to the devices (or device proxies) of the home network. Thereafter, the process 800 ends.

10 A. Policy Checking

 According to one embodiment, the resource manager of the present invention may refuse to provide requested services to a user even when the resources are available. Significantly, the resource manager of the present embodiment can be pre-programmed with "policy statements" that dictate the
15 conditions under which certain "services" will be provided to certain users. An example of a "policy statement" would be "user X is allowed to watch only Y hours of TV per day." In this example, after user X has identified himself to the home network and requested a "service" involving "watch TV", the resource manager of the present embodiment would check whether the user has
20 exceeded his daily limit of two hours of TV before performing the requested "service". If the limit has been exceeded, the resource manager will enforce the policy by refusing TV access to the user. Another example is that if content is broadcasted with different presentations, some presentations may have different ratings (e.g., PG-13, R, etc.). The resource manager of the present
25 invention may also allow or disallow different presentations of the same content.

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In one embodiment, the home server of the present invention keeps track of the activities of the users via a logging manager. By keeping an accurate record of the activities of the users, more complicated policy statements can be applied by the resource manager. For instance, for the policy statement "user X
5 can only watch TV programs for Y hours per day" to be enforceable, the daily activities of user X must be monitored. In the present embodiment, a logging manager maintains a record of user activities. The resource manager, in order to enforce the policy, accesses the record via the logging manager to determine whether the time limit has been reached. If the limit has been reached, the
10 resource manager would enforce the policy by refusing to provide or halting the TV program services to user X.

As another example, another policy statement may be "user Z can only spend \$500 on on-line shopping each month." In this example, whenever user
15 Z spends money purchasing items via an on-line shopping network, the money spent will be recorded by the logging manager. Further, whenever user Z requests to access an on-line shopping network, the resource manager will determine whether the pre-defined limit has been spent. If not, the resource manager provides the requested services by allowing user Z to access the on-
20 line shopping network via the home network. However, if the limit has been reached, the resource manager will enforce the policy statement by refusing user Z access to the on-line shopping network.

B. Resource Checking

25 According to one embodiment, the resource manager of the present invention manages "soft" resources in addition to "hard" resources. For simplicity, in the following discussion, "hard" resources refer to the electronic

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devices, or hardware, of a home network. "Soft" resources, on the other hand, refer to resources that are not "hard" resources. Examples of "soft" resources include a particular broadcast program, a TV channel, memory address space, a segment of an VCR tape that contains a movie or TV program, a home-
5 shopping web-page, credits that can be used towards purchasing items on a home-shopping web-page, interactive games, etc. Another example of a "soft" resource is different camera shots for broadcast content. This can include different audio channels or meta-data. The definition of "soft" resources herein is broad. The resource manager of the present embodiment is capable of
10 managing hard and soft resources.

According to one embodiment, the resource manager of the present invention treats network bandwidth to be a "soft" resource. A specific process of the resource manager of the present embodiment, called the path manager,
15 routes A/V streams from source devices to display devices via the home network. Network bandwidth is treated as a soft resource by the resource manager of the present embodiment because network bandwidth is limited. Thus, the resource manager of the present embodiment may refuse to provide a service if the requisite network bandwidth is unavailable.

20

In accordance with one embodiment, once the resource manager of the present invention has determined that a request for service does not violate any policy statements, the resource manager must determine whether the hard resources or soft resources necessary for providing such services are available.
25 This is accomplished with the use of a resource pool. In the present embodiment, once a resource is used, it is removed from the resource pool. And, when a service is completed (or aborted by the user), the freed-up

resources are returned to the resource pool. If resources become unavailable, they will be removed from resource pool. For instance, if a TV is unplugged, the TV resource will be removed from the resource pool.

5 An example illustrating the function of the resource pool follows.

Suppose user Z requests a service for watching a movie at the family room and suppose the movie is stored as a DVD within a DVD-juke box. The resource manager upon determining that such a request does not violate any policy statements, will cause the DVD-juke box device (a hard resource) to be removed from the resource pool. The DVD containing the movie will also be removed from the resource pool. A certain amount of network bandwidth will also be removed from the resource pool because network bandwidth is required for delivering the movie service from the DVD-juke box to the TV in the family room. Thus, while the movie is being played, another user will not be able to obtain services that require some or all of the resources that are currently in use. For example, user X may request to watch a cartoon that is stored in the same DVD-juke box containing the DVD for the movie. Since the DVD-juke box is no longer in the resource pool, the resource manager will inform user X that the cartoon service is not available. An exception, however, is that if user X has a higher access privilege than user Z, then services will be provided to user X, and any services currently provided to user Z will be terminated.

IV. EXEMPLARY IMPLEMENTATION OF AN EMBODIMENT OF THE PRESENT INVENTION

Figure 3 is a logical block diagram of the software processes of a home server 214 in accordance with the present invention. As illustrated, software

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processes of home server 214 include a user application 310, a resource manager 320, a path database 330 and a resource pool 340. Software processes of the home server 214 further include a reservation database 350 and a usage log 360. Importantly, home server 214 includes a database 355
5 for storing policy statements. Home server 214 further includes a plurality of software device proxies 370a-370i each for controlling one of the devices of entertainment network 200. For example, software device proxy 370c is for controlling TV 211c, and device proxy 370i is for controlling VCR 212, etc., that are coupled to the IEEE 1394 bus interface 380. In one embodiment of the
10 present invention, the software device proxies 370 may include HAVI Device Control Modules (DCMs) and Functional Control Modules (FCMs).

Significantly, according to the present invention, user interface or user application 310 is not allowed to communicate directly with software device
15 proxies 370. Rather, user application 310 communicates to the resource manager 320 the services that the user desires to be performed. Particularly, user application 310 receives a service request from a user or other entities, and transmits the request to the resource manager 320.

20 In the present embodiment, the resource manger 320 of Figure 3 determines whether the service request violates any policy statements stored within policy database 355. Thereafter, the resource manager 320 determines the availability of the source and destination devices, and checks whether sufficient bandwidth is available for carrying out the requested action. If policy
25 statements are not violated and the devices and the bandwidth are available, the resource manager 320 will return a "granted" signal to user application 310 and transmits the necessary control commands to the software device proxies

- 25 -

370a-370i. The software device proxies 370a-370i then control the devices via IEEE 1394 bus interface 380. If the devices or the requisite bandwidth are not available, or if one or more policy statements are violated, the resource manager 320 will return a "denied" signal to the user application 310.

5

According to the present invention, resource manager 320 allows the resources of home network 200 to be checked-in or checked-out independent of application requests. At any time, the resource manager 320 can reclaim checked-out resources and reallocate them to other users. Likewise, a reserved resource can be reclaimed and reallocated to other users or reallocate them back into the resource pool 340.

10

According to the present invention, the resource manager 320 of Figure 3, upon initialization of the home server 214, scans the home network 200 and determines all the available resources. Data representative of the routing paths and their bandwidths are then stored within path database 330. Data representative of the available devices are stored within resource pool 340. As the resources of the home network 200 changes, the resource manager 320 modifies the path database 330 and the resource pool accordingly.

15

20

User application 310 may also send a request for media services to be delivered at a future time. In the present embodiment, the request is in the form of a scheduled-event list. Particularly, the scheduled-event list may indicate the time the scheduled-event is to be performed, and the necessary routing paths and device information. The resource manager 320, upon receiving the scheduled-event list, then checks the reservation database 350 to determine whether the devices and the routing paths have already been reserved by other

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processes. If not, the resource manager 320 then enters the devices and routing paths within the reservation database 350. The resource manager 320 also accesses a scheduler (not shown) to schedule the future execution of the scheduled-event list.

5

Usage information of the network is stored within usage log 360 of Figure 3. According to the present invention, every time a request for media service is granted, the event list is stored within the usage log 360. The usage information can be used to track warranty information of the devices. In addition, the usage
10 information can be used to track the network usage of each user. The usage information may also be used by the resource manager 320 for restricting access to certain users who have exceeded their usage limitation.

It should be noted that, in one embodiment, the resource manager 320 is
15 initialized before when the home server 214 is booted up. During the initialization phase, the resource manager 320 queries the home network for available resources and their respective "usage rights" and associated policies. As new resources are added or removed from the home network, the resource database (or resource pool) 340 will be updated. The way the resource
20 manager 320 discovers the new resource is through a system registry or system event process. The registry or system event process is allowed to convey resource information and other information to the resource manager.

Figure 4 is a logical block diagram 400 illustrating the data flow between
25 user application 310 and resource manager 320 in accordance with an embodiment of the present invention. Data paths between resource manager 320 and reservation database 350, resource pool 330, path database 340,

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policy database 355, usage log 360 and device proxies 370 are also illustrated. Resource manager 320 stores device usage information within the usage log 360. In addition, the resource manager 320 may send a UsageInfo to the user application 310 when prompted.

5

Figure 5 is a flow diagram illustrating the steps of a process 500 for managing network resources according an embodiment of the present invention. The process 500 is described in conjunction with Figure 4. As illustrated, at step 510, resource manager 320 receives an ExecuteNowEvent request from the user application 310. According to the present embodiment, the ExecuteNowEvent request consists of information regarding identity of the user making the service request and the requested action. The ExecuteNowEvent request further includes information such as the source device (SourceID), the destination device (DestID) and the routing path between the source device and the destination device (PathID).

10
15

At step 515 of Figure 5, the resource manager 320, upon receiving the ExecuteNowEvent request, looks up the policy database 355 and determines whether any policy statements are violated by the service request.

20

If it is determined that policy statements are violated, the process enters step 560, where the resource manager 320 of the present invention denies the service request.

25

However, at step 520, if it is determined that no policy statements are violated, the resource manager of the present embodiment looks up the resource pool 330 and determines if the requested source and destination

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devices are available. According to the present invention, the resource pool 330 is a list of all devices connected to the network and is constructed upon initialization of the home server 210. The resource pool 330 is also continuously updated to keep track of devices that are added to and removed
5 from the entertainment network 200. If the source and destination devices are already in-use by other users or user applications, a "Denied" signal is returned to the user application 310 at step 560.

At step 530, the resource manager 320 looks up the path database 340
10 to determine if there is sufficient bandwidth between the source device and the destination device. In the present embodiment, the path database 340 is a table for identifying the bandwidth requirements for all possible routing paths between the devices. Methods of calculating and determining the bandwidth requirements for all possible routing paths between the devices are well known
15 in the art, and are therefore, not described herein to avoid obscuring aspects of the present invention. If the resource manager 320 determines that insufficient bandwidth is available, the resource manager 320 returns a "Denied" signal to the user application 310 at step 560. If the requested resources are available, sends control signals to the device proxies 370 and causes the devices to carry
20 out the media service request immediately at step 540, and returns a "Granted" signal to the user application 310 at step 550. In addition, the source devices and destination devices are removed from the resource pool 330, and the path database is updated to reflect the bandwidth usage at step 540.

25 Figure 6 is a flow diagram illustrating the steps of a process 600 for reserving network resources according to an embodiment of the present invention. The process 600 is described also in conjunction with Figure 4. As

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illustrated, at step 610, resource manager 320 receives an ScheduledEvent request from the user application 310. According to the present invention, the ScheduledEvent request consists of information regarding identity of the user making the media service request, the start time (StartTime) and end time
5 (EndTime) of the scheduled event and the requested action. The ScheduledEvent request may further include information such as the source device (SourceID), the destination device (DestID), the routing path between the source device and the destination device (PathID).

10 In another embodiment of the present invention, ScheduledEvent request may include two types of requests: ExecuteWallClockEvent and ExecuteCalendarEvent. The ExecuteWallClockEvent request is for scheduling future execution of requests based on a 24-hr clock. The ExecuteCalendarEvent is for scheduling future execution of requests based on
15 the calendar. For example, the ExecuteWallClockEvent request is used for scheduling the recording of the "Evening News" at 6:00pm in the evening everyday. As another example, the ExecuteCalendarEvent request is used for scheduling the backing-up of the home computer system every Sunday.

20 At step 615 of Figure 6, the resource manager 320, upon receiving the ScheduledEvent request, looks up the policy database 355 and determines whether any policy statements are violated by the service request.

If it is determined that policy statements are violated, the process enters
25 step 660, where the resource manager 320 of the present invention denies the service request.

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At step 620, the resource manager 320 looks up the reservation database 350 and determines if the requested source and destination devices are available. If the source and destination devices are already reserved by other users or other user applications, an "Unavailable" signal is returned to the user application 310 at step 660.

At step 630, the resource manager 320 looks up the path database 340 to determine if other reservations would affect the bandwidth of the routing path between the source device and the destination device at the request period. If the resource manager 320 determines that the routing path will be affected, the resource manager 320 returns a Failure signal to the user-application 310 at step 660. If it is determined that the routing path will not be affected, the resource manager 320 then stores the SourceID, DestID, PathID, StartTime and EndTime within the reservation database 350 at step 640, and returns a "Reserved" signal to the user application 310 at step 650.

V. ADDITIONAL FEATURES OF THE RESOURCE MANAGER OF THE PRESENT INVENTION

20 A. Enhancement of Services Based on User Profile or Preference

In one embodiment, the resource manager of the present invention does not provide "services" unless the user has successfully registered with the home server system. In accordance with the present embodiment, the home server may include an access control manager (ACM) that acts as a gatekeeper for restricting use of the home network to authorized users. The access control manager (ACM) is similar to authentication software processes or procedures of multi-user computer systems. Once the user has successfully gained

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permission to access the home network and its resources, the resource manager of the present invention is then capable of determining the identity and preferences of the user.

5 Once the user has requested the services and the request has been granted, the resource manager will automatically configure the devices of the network performing the requested service to suit the user's preferences. The resource manager configures the devices by interfacing to the device proxy (e.g., DCM/FCM). For instance, if the user has pre-defined a preferred
10 brightness value in the TV, and has logged and submitted a request for watching TV at a certain location, the resource manager will automatically adjust the brightness in the TV at that particular location to the preferred values. This feature of the present invention significantly increases the ease-of-use of the home network and provides an easy way to customize all the devices of the
15 home network for a multitude of users.

Other software processes of the home server 214 (e.g., Access Control Manager (ACM) and Media Binding Agent (MBA)) can be used in conjunction with the resource manager 320 for enforcing access policies. For instance, the
20 ACM may provide user information (e.g., age of users) to the resource manager 320 and the MBA may provide meta-information (e.g., rating information) of the content of the requested media service to the resource manager 320.

B. Conflict Resolutions

25 Another responsibility of the resource manager 320 is to perform conflict resolutions within the network. If a user with a higher privilege wants to access a service originating from a single threaded device that is in use by another

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user with a lower privilege, the resource manager 320 attempts to resolve the conflict. It will send out a message informing the (source/destination) device is in use, and queries the more privileged user whether he/she desires to override the on-going service. A message notifying the user with the lower privilege may
5 be sent indicating that their service is being terminated. When resources become available, the user with the lower privilege is free to re-schedule the service. As long as there are limited resources and multiple service requests, only the service request with a higher priority will be serviced. In cases where multiple services with identical priorities request the same single threaded
10 resources, a first come first serve policy will be observed.

C. Resource Locking

Another feature of the resource manager 320 is locking resources whereby users with lower privileges cannot access services and resources. For
15 instance, a parent may prevent a specific category of music from playing in the home or may disallow TV viewing between the hours of 7:00AM to 5:00PM. With this feature, the parent can allocate services to children based on time slots. For example, a child be allowed to watch TV for 10 hours a week. The child is free to spend the 10 hours anyway, he/she feels fit. Once the 10 hours
20 are consumed, no more TV time is permitted. The parent may put restrictions on the 10 hours of viewing time by preventing certain channels from being viewed and disallowing certain viewing hours.

D. Attribute Control

25 Another feature of the resource manager 320 is to control specific attributes of a resource device once a service has started. An example of this feature is regulating volume controls for a music category (e.g., rap, rock, etc.).

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This can be done for specific locations in a home or for all locations. If a child's room is the designation location for "rap" music and the resource manager 320 has previously configured the child's room for volume control, when the rap music plays in that room the volume controls will be regulated. A parent may
5 want such volume control to prevent base waves from reverberating throughout the house. The resource manager 320 accomplishes this task by detecting the service category for the child's room and regulating volume control on the designation device.

10 The attribute control functionality of the resource manager 320 may also be used to augment a service. For example, if a user is watching a horror movie in the family room, the resource manager 320 can draw the drapes and dim the lights (provided that the drape controls and the light controls are connected to the home network 200) while the movie is playing. As another example, if a
15 telephone call is detected in the room where the movie is being viewed, the resource manager 320 can pause the movie and turn the lights on.

VI. REQUEST EVENT MANAGER (REM) AND SERVICE REQUEST LISTS (SRLs)

20 Today there are many different home-network solutions that focus on middleware infrastructures (i.e., HAVI, Jini, UP&P, VHN, etc.). However, none of the middleware solutions offer home-network applications support when it comes to synchronizing different network activity over time and across interconnected heterogeneous consumer electronic devices. For example, if an
25 application wants to tune the cable set top box (STB) to channel 12 at 4:59 pm everyday, record a TV show at 5:00 pm everyday, rewind the VCR tape at 6:05 pm everyday, eject the tape from the VCR at 6:10 pm, then power off the VCR

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unit at 6:15 pm everyday, and forward all telephone calls between 9:00 am - 4:00 pm everyday, the application would have to develop complicated logic to perform these tasks. If a user varied his schedule the application logic would have to be modified to reflect the needs of the user. This would complicate the application and limit the flexibility of home networking applications. Moreover, before the home-network applications schedule and executes any service, they have to know all the specific APIs (Application Programming Interfaces) and dependencies for each consumer electronic device on the home network. If a new consumer electronic device with different methods is installed on the network and the consumer electronic device offers similar or identical features to existing devices on the network, the application would have to be re-architected. Therefore, a database of services is necessary to abstract methods and idiosyncrocies from interconnected consumer electronic devices as well as logically group network services and schedule their execution over time.

According to the present invention, a database of home-network services can be developed by encompassing interconnected consumer electronic device's methods into logical sub-classes and abstracting higher level unique services relative to a user's preference. Likewise, a means needs to be available that will allow the services to be scheduled for execution over time. The utility that performs these tasks is called the Request Executor Manager (REM) and it will logically associate database services from diverse components into unique services specific to a user's needs. Also, the REM provide means for associating the services with a Service Request List (a.k.a. event list or SRL) which details the service actions. The REM further provides for a scheduler for executing each action (event) over time. Therefore, all the

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home-network application needs to do is query the REM database and submit a service request to be executed at a desired time (time can be absolute or relative).

5 The service offerings listed in the REM database are relative to the aggregate consumer electronic device's capabilities across the home network and not necessarily from any single device or source. For example, if some audio and video content is being played to the TV, the video may be originating from one or more devices (i.e., a hard disk drive, DVD, etc.) while the audio
10 signal may be originating from a completely different source device. From the user's perspective the audio/video (A/V) signal appears to be originating from the same source. Therefore, the application may not even know the home-network has multiple video sources that contain audio and video content. All the application sees is that content offerings originates from the REM service
15 database. This feature is achieved by constructing a Service Request List (SRL) that details the source(s) and destination device(s) along with control and timing information. The SRL will contain information describing how the content is played back and possible special play features (i.e., video fade, scroll, overlay, etc.). For example, if a two hour video clip is designated as the source
20 material, a SRL can be constructed that play only twenty minutes of video that has been designated significant. The SRL would be constructed in such a way that only the significant segments are viewed and the rest of the video segments are skipped.

25 Figure 9 illustrates a logical diagram 900 of an exemplary 2-hour video clip 910. As illustrated, video clip 910 includes four segments 920a-920d each corresponding to segments of the video clip 910 that are designated significant.

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Also illustrated is an SRL 930 that describes how the video clip 910 should be played such that only the appropriate segments are played.

In one embodiment of the present invention, the SRL may contain plenty
5 of detailed information about the source and destination devices. Also
contained in the SRL may be information about how and when the video is
played back. The SRL may also contain routing information that allows the
source to be routed to the destination device. If a HAVI network is used, the
Stream Manager would perform this task. Once the SRL has all the information
10 it needs, it will essentially skip to the start of the significant video segments and
play them until the end of the significant segment then repeat the process until
the all the significant segments are played

In other cases all the application may want to know is available program
15 selections (i.e., movies, EPG, etc.) that can be recorded and viewed at a time to
be determined in the future. In this case the application queries the REM
database for A/V content offerings and determines what it wants to view. All
service offerings can be scheduled at any time. This may be a calendar date, a
sequence of times/dates, a relative time/date, or an absolute time/date.

20

Once the application determines what services it needs, it can create a
SRL using the REM's API calls. The REM will provide methods that allow the
application to construct, delete, and modify service request lists. Also, if the
application chooses it can archive the SRL and call upon it in the future. The
25 SRL can even be logically linked together allowing the ability to create more
complex lists. To allow for greater flexibility individual SRL events can be
modified throughout the life span of the SRL.

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A simple scenario might be to record "Sesame Street" everyday from 9:00 am to 10:00 am and make the program available for viewing anytime. This implies setting up a tuner, some kind of recording device, and archiving the content to a storage device. Once the program has been archived it must be made available to the application. If the content is viewable the storage device would have to be accessed and the video stream would have to be routed to a display device. Controlling and managing all these devices, routing data, and scheduling each device to perform a task at specific times can become overwhelming. Nonetheless, the REM is designed to handle these kinds of operations with a minimal set of commands. The REM hides the device interface from applications and presents high level methods for controlling content and not devices. All the application has to do is query the REM service database and construct a SRL. For example, archive "Sesame Street" everyday and make the program available as a content selection that can be dynamically accessed. Once this is done the REM will create a complex "event-list" that contains all the specific details for controlling the network devices, routing information, and timing sequence. The "event-list" will be given an "event name" which the REM will maintain and make available to applications. Applications reference SRLs by the event name and can alter its characteristics at any time.

SRLs are hierarchical data structures with the top level containing the "event name" and the lowest level containing all the device's specific commands necessary to carry out the desired service. In the case of the HAVI network the lower levels of the SRL (i.e., unit level or sub-unit level if the list expands past the unit level) would be the interface to the HAVI DCM/FCMs.

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Each level in the SRL contains timing information and attribute information. For example, if a set top box (STB) is to be setup for an operation, the REM may assign a setup execution time. At the unit level, individual times will be assigned by the REM for each operation in the setup sequence. The event list
5 is logically layered depending on the complexity of the service and the number of resources required for carrying out the service.

The top level of the SRL (event list) structure is referenced as the Service Level. This level contains a handle for accessing the request list and
10 descriptive information as well as timing information. The next level down in the SRL is referenced as the Component Level. At this level, high level commands can be issued for individual components. Also at this level heterogeneous components can be linked to perform specific operations. At the Unit Level the individual component commands (i.e., Power-On, Fast Forward, Seek, etc.) are
15 issued. At the Sub-unit level more detailed commands are defined. For example, before a consumer electronic device can be powered onto a channel, the device has to be allocated. The device has to be polled to make sure it is on-line. All this is done at the Sub-Unit level. In some cases these low-level commands may be AV/C command that are sent to the device. For example, an
20 AV/C command may be set to a device issuing the specific power-on command. Once this is done the REM would wait for the device to respond with a status message (successful or unsuccessful). In some cases the SRL data structure may be even more complex and expand into more layers. This all depends of the level of complexity of the individual device and what operations are being
25 requested.

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In accordance with an embodiment of the present invention, Figure 10 illustrates a portion of the hierarchical structure of an SRL 1000 that groups an STB, an AV-HDD and a logging database to perform a service. As illustrated, SRL 1000 has four different levels: Service Level 1010, Component Level 5 1020, Unit Level 1030 and Sub-unit Level 1040. In the exemplary embodiment as illustrated, at the service level 1010, SRL 1000 includes a service level command "Archive Sesame Street" 1012. At the Component Level 1020, the service level command 1012 is associated with five component level commands 1022a-1022e. It should be noted that component level commands 10 are directed to components of the home network that are required for carrying out the service. For example, command 1022a is directed to an STB, command 1022b is directed to an AV-HDD and command 1022d is directed to a logging database, etc. Each of the component level commands 1022a-1022e are associated with unit level commands. For example, in the illustrated 15 embodiment, component level command 1022a is associated with unit level commands 1032a-1032c that are specific to a STB. Each of the unit level commands 1032a-1032c may be associated with sub-unit level commands (e.g., commands 1042a-1042c). In the illustrated embodiment, sub-unit level commands 1042a-1042c controls the sub-units of an STB.

20

At each level in the SRL timing information must be specified. This information is maintained by the REM scheduler and can be altered to reflect specific occurrences defined by the application, REM, or another system component (i.e., an HAVI Device Control Module). Time can be measured in 25 terms of a calendar date or 24 hour wall clock time. For example, the REM can be scheduled to perform a certain operation on every January 1. As another example, the REM may be scheduled to perform certain events every Monday

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through Friday at 5:00 pm. The REM defines events as occurring only once, repeatedly, or in given intervals as defined by the application. Also, time can be relative to another event start time or end time. This is referred to an auto-follow event. For example, after a Power-On Event occurs a Rewind Event can be
5 issued thirty seconds after the Power-On Event and after a Power-Off Event is issued a Message Event can be sent to an application. Therefore, the Rewind Event is dependent on the occurrence of the Power-On Event and the Message Event is dependent on the occurrence of the Power-Off Event.

10 In summary, the REM is part of the middleware framework in a home/office system or network for delivery of audio/video presentations and other content. It concatenates or hierarchically aggregates smaller and simpler events into larger and more complex events. It also executes events. It manages the event list data structure/database. It also provides read and write
15 access to the event list to the applications level and to other components within the framework level.

Some significant features of the REM and the advantages of these features are further summarized as follows:

20

1. Device independence

The REM treats events the same regardless of what device or devices they relate to. Devices include but are not limited to heating, ventilation and air conditioning (HVAC) systems, audio/video appliances, Internet or cable service
25 interfaces, etc. This allows complex events to be built up that neatly package or encapsulate smaller events on disparate sets and types of devices.

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2. Scheduling flexibility

Events can be scheduled at absolute times or at times relative to the time at which they are scheduled. The schedule can be based on a time of day clock, a time and day of week, a time and specific date, etc. The schedule can
5 be an auto-follow time, i.e. one that automatically follows the completion of another event. The schedule can be based on an asynchronous and even unpredictable event; for example, if the phone rings, up the room lights, mute the movie and answer the phone.

10 3. Hierarchy

Event lists represent a set of sub-events. The sub-events may be events defined as an event list, or they may be a "primitive" operation that is performed by a device in the system or network. There is no limit to the depth of nesting of events and sub-events and any event may contain any other event as one of its
15 sub-events.

The advantage of this is that as system becomes more complex, the event structures automatically become more flexible and thus more able to handle the complexity. This applies both to an increase in complexity of
20 individual devices and to an increase in complexity of the system or network, which can including a potentially unlimited set of devices.

Another advantage of this is that events may represent an aggregation of sub-events on disparate device types. For example, home control functions can
25 be linked in with audio/video appliance functions --when the door bell rings, have the security camera output presented on the active television set.

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Another advantage of this is that the user can schedule events that are meaningful to him. For example, what the user would like to think of as a "record" event, can hide or encapsulate the complexity of a lower-level series of sub-events: power on the recording device; check that it has tape / disk loaded, 5 rewind the tape or position the disk, set recording parameters (e.g. SP mode on a video tape), and record.

Another advantage of this is that events are centrally controlled. Users, applications programs and other middleware functions can access the current 10 set of active and scheduled events in a consistent manner regardless of the device or devices supported.

4. Concurrency and sequentiality within events

Event lists can represent both a sequence of events that fire (i.e. are 15 initiated) in the order given in the list, or a multi-threaded set of events that occur concurrently. Also, via hierarchy, an event can be any combination of these two types of sets.

When an event that represents a series of sequential events fires, then 20 the first of its sub-events fires, when that completes the second of its sub-events fires, and so on. When an event that represents a set of concurrent sub-events fires, then each of its sub-events are scheduled to fire in an indeterminate, concurrent or parallel manner.

25 One advantage of this feature is that, again, as the devices supported become more complex, the event structures automatically become more flexible

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and more able to handle the device complexity. Another is that, again, the user can work with higher-level events that are meaningful to him.

5. Concurrency among events

- 5 In a typical system or network, multiple events will be active at the same time. The advantage of this is that, as the system grows in complexity, the same event handling, scheduling and control mechanisms apply.

6. Support and synergy with other functions

- 10 The REM also provides support for and synergy with other middle-ware/framework functions. Additionally, the REM also provides support for and synergy with applications functions.

- The present invention, a computer implemented process for managing
15 resources within an entertainment network, has thus been described. By providing a centralized resource allocation and access control system, security of the entertainment network can be achieved. While the present invention has been described in particular embodiments, it should also be appreciated that the present invention should not be construed as limited by such embodiments,
20 but should be construed according to the below claims.

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CLAIMS

What is claimed is:

1. A method comprising the steps of:
 - a) communicating a service-specific request to a server of said network, wherein said service-specific request identifies content and is not device-specific;
 - b) translating said service-specific request into device-specific commands for said plurality of consumer electronic devices;
 - c) determining whether resources of said network necessary for carrying out said service request are available;
 - d) causing respective ones of said plurality of consumer electronic devices to perform said service request by selectively transmitting said device-specific commands to said respective devices.
2. The method of Claim 1 wherein said method is one of operating a plurality of consumer electronic devices coupled together to form a network.
3. The method of Claim 1 wherein said method is enabled through a plurality of consumer electronic devices wherein a computer-usable medium having computer-readable program code embodied therein for causing a computer system to perform a method of managing resources within a network includes said plurality of consumer electronic devices.
4. The method as recited in Claim 1, 2 or 3 wherein said service-specific request indicates an identity of a user that originates said service request.
5. The method as recited in Claim 4 wherein said service-specific request indicates content information to which said user desires access.
6. The method as recited in Claim 5 wherein said service-specific request indicates a location where said user desires to receive said content

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information.

7. The method as recited in Claim 1, 2 or 3 wherein said step (c) further comprises the step of (c1) identifying a source device and a destination device of said network that are necessary for carrying out said service request.

8. The method as recited in Claim 7 wherein said step (c) further comprises the step of (c2) determining whether a routing path between said source device and a destination device has sufficient bandwidth for carrying out said service request.

9. The method as recited in Claim 8 wherein said method further comprises the step of returning a failure message provided said routing path does not have sufficient bandwidth for performing said service request.

10. The method as recited in Claim 8 wherein said method further comprises the steps of:

- constructing a list having a plurality of entries each corresponding to a respective one of a plurality of routing paths connecting consumer electronic media devices of said network;

- determining bandwidth capabilities for said routing paths of said network and generating data representative thereof; and

- storing said data into a path database.

11. The method as recited in Claim 1, 2 or 8 wherein said method further comprises the steps of:

- constructing a list having a plurality of entries each corresponding to a respective one of said plurality of consumer electronic media devices;

- removing one of said entries from said list when a corresponding one of said plurality of consumer electronic media devices becomes unavailable; and

- adding a new entry to said list when one of said plurality of consumer electronic media devices becomes available.

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12. A home server coupled to control a network of consumer electronic devices, said home server comprising:

- a) means for receiving a service-specific request from a user of said network, wherein said service-specific request identifies content and is not device-specific;
- b) means for translating said service-specific request into device-specific commands for said plurality of consumer electronic devices;
- c) means for determining whether resources of said network necessary for carrying out said service request are available; and
- d) means for causing respective ones of said plurality of consumer electronic devices to perform said service request by selectively transmitting said device-specific commands to said respective devices.

13. The home server as described in Claim 12 wherein said service-specific request indicates an identity of said user.

14. The home server as described in Claim 13 wherein said service-specific request indicates content information to which said user desires access.

15. The home server as described in Claim 14 wherein said service-specific request indicates a location where said user desires to receive said content information.

16. The home server as described in Claim 12 wherein said means for determining further comprises means for identifying a source device and a destination device of said network that are necessary for carrying out said service-specific request.

17. The home server as described in Claim 16 wherein said means for determining further comprises means for determining whether a routing path between said source device and a destination device has sufficient bandwidth for carrying out said service-specific request.

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18. The home server as recited in Claim 17 further comprising means for returning a failure message provided said routing path does not have sufficient bandwidth for performing said service-specific request.

19. The home server as recited in Claim 17 further comprising:
means for constructing a list having a plurality of entries each corresponding to a respective one of a plurality of routing paths connecting consumer electronic media devices of said network;
means for determining bandwidth capabilities for said routing paths of said network and generating data representative thereof; and
means for storing said data.

20. The home server as recited in Claim 19 further comprising the steps of:

means for constructing a list having a plurality of entries each corresponding to a respective one of said plurality of consumer electronic media devices;
means for removing one of said entries from said list when a corresponding one of said plurality of consumer electronic media devices becomes unavailable;
and
means for adding a new entry to said list when one of said plurality of consumer electronic media devices becomes available.

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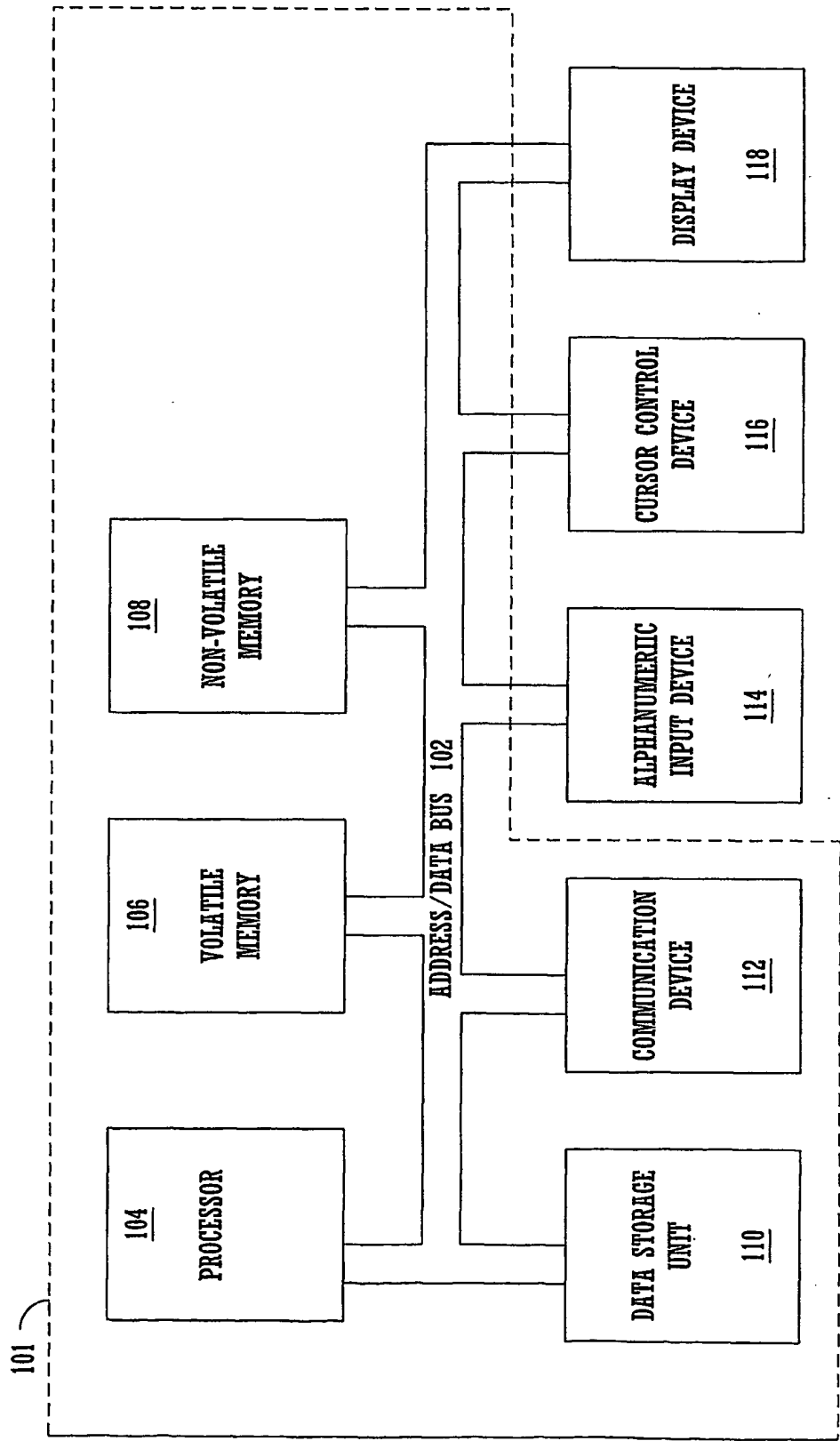
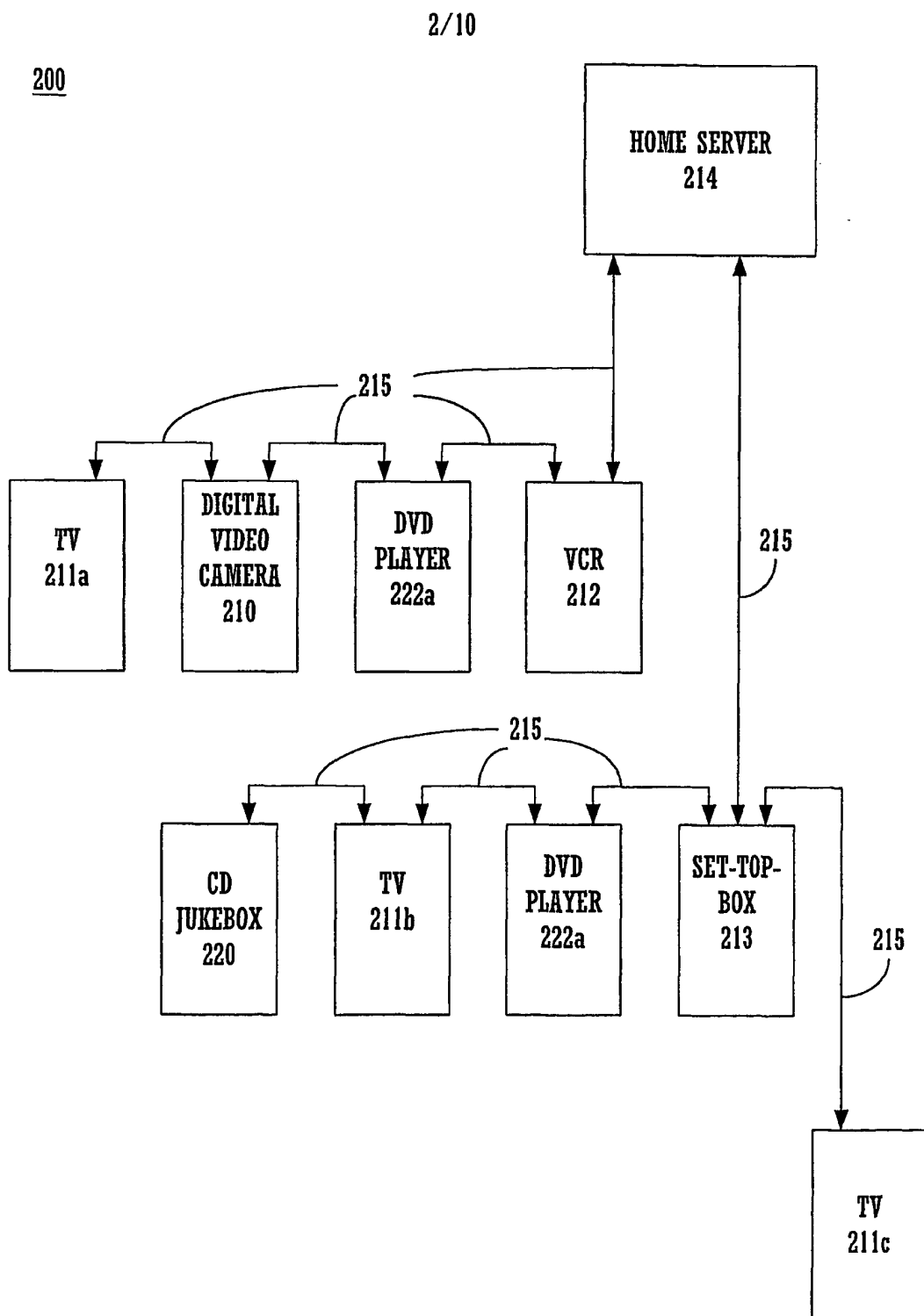


FIGURE 1

**FIGURE 2**

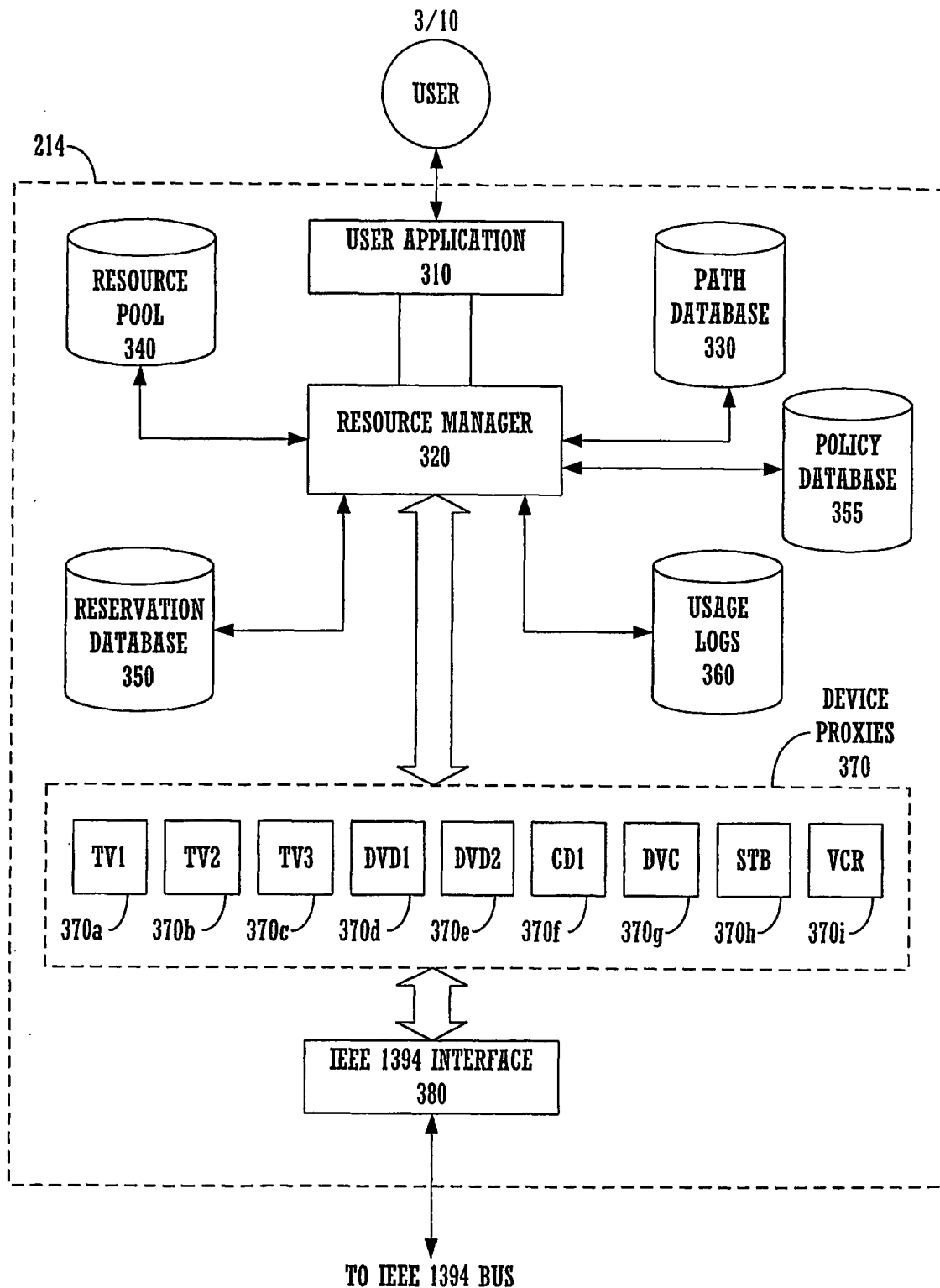


FIGURE 3

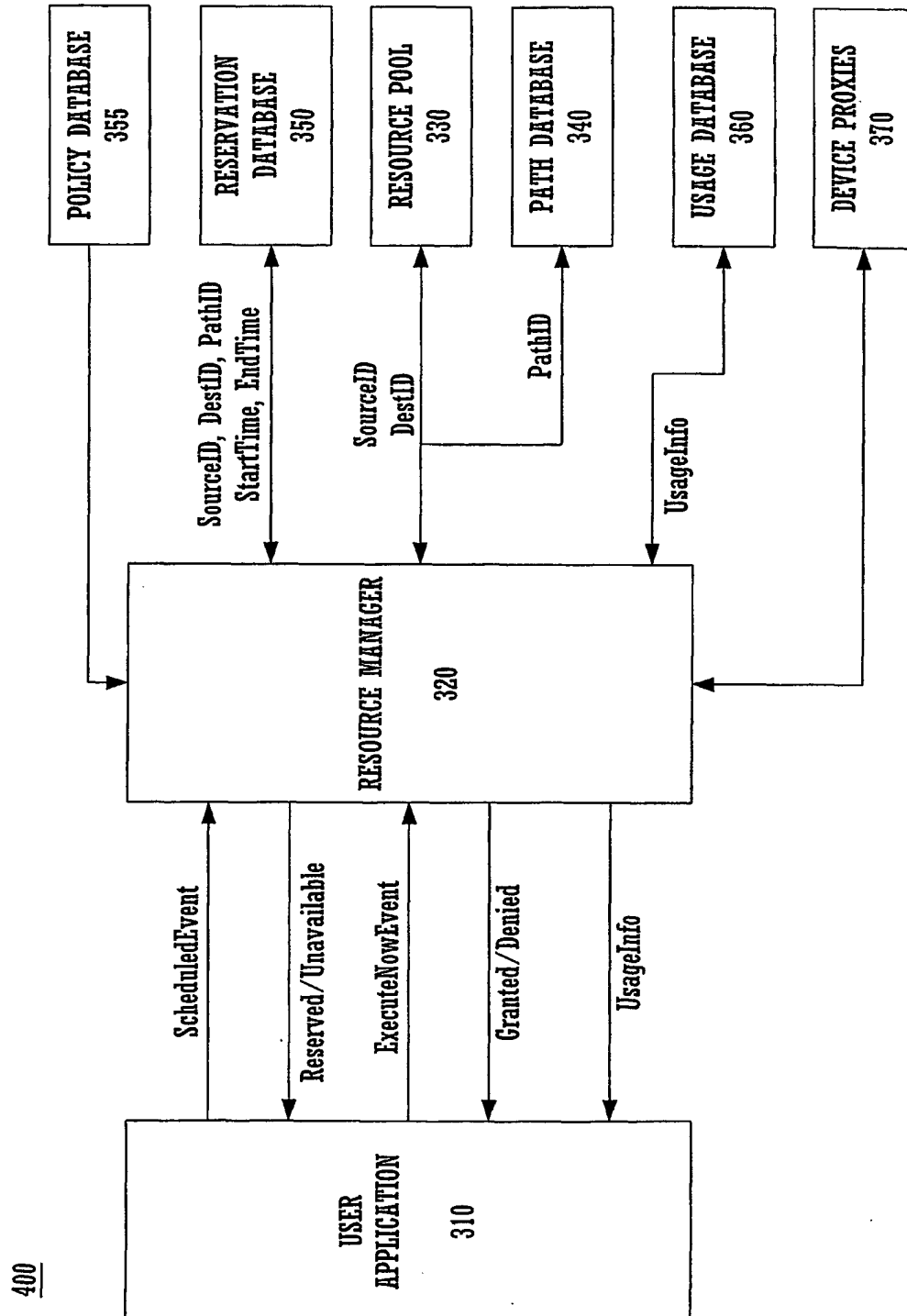
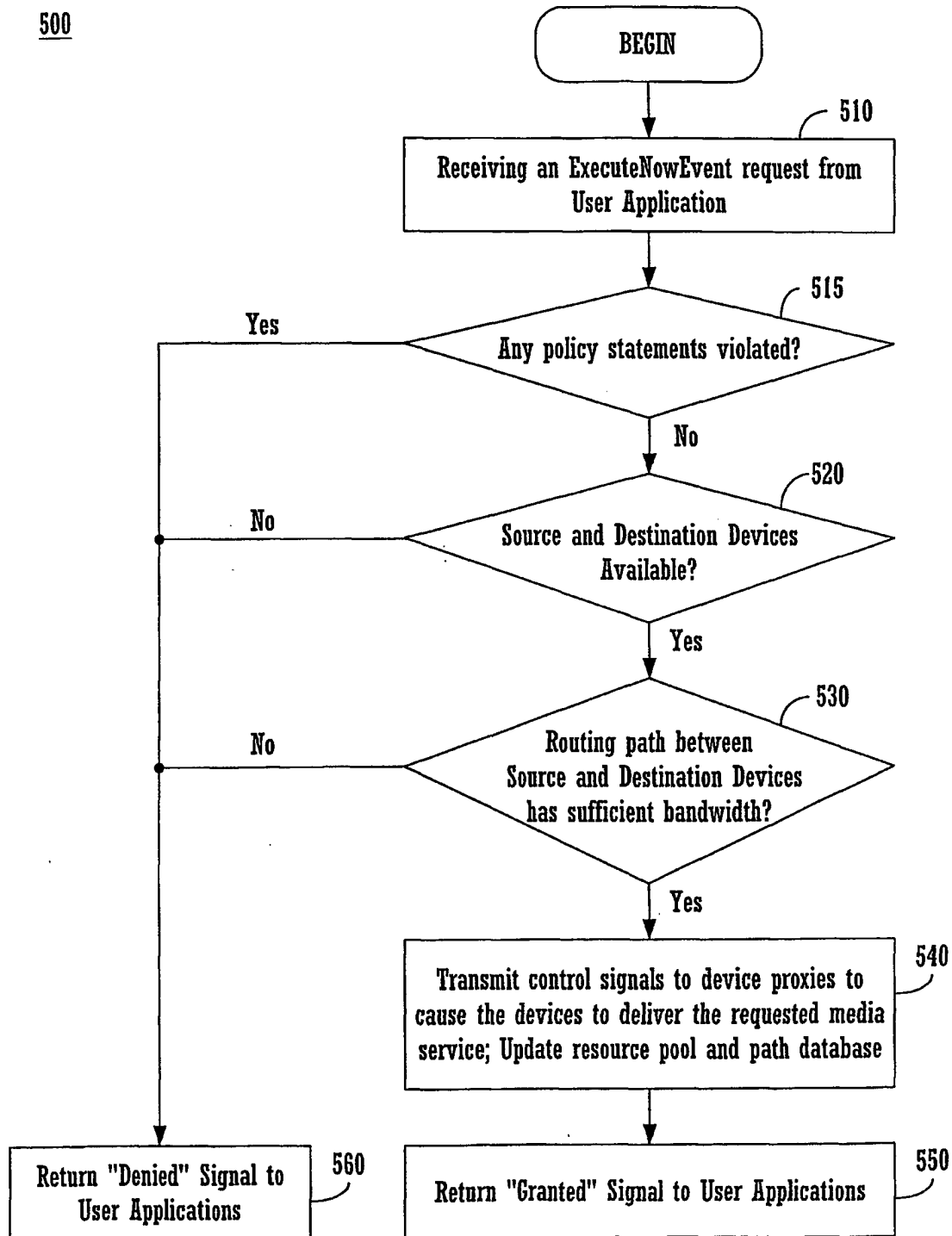
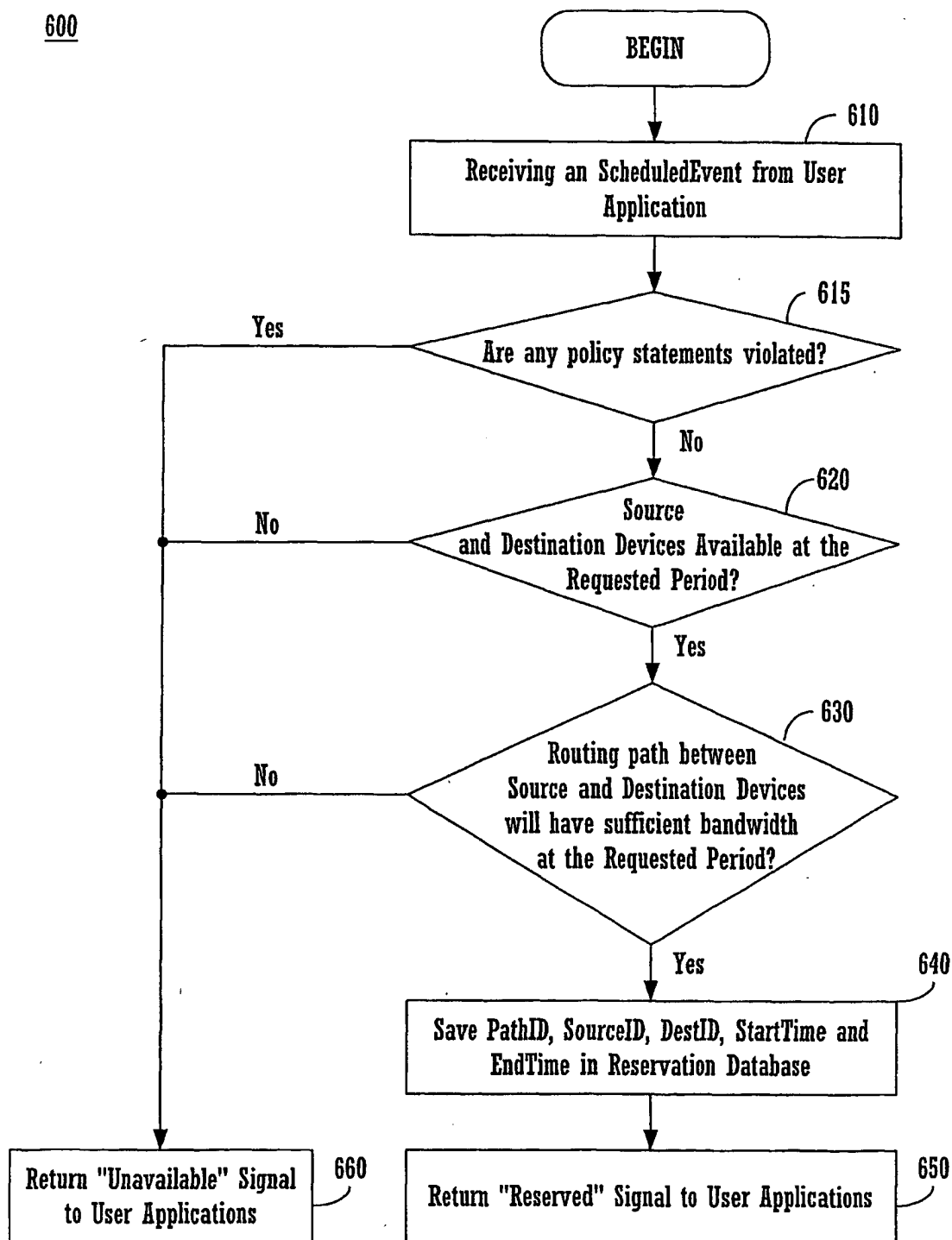
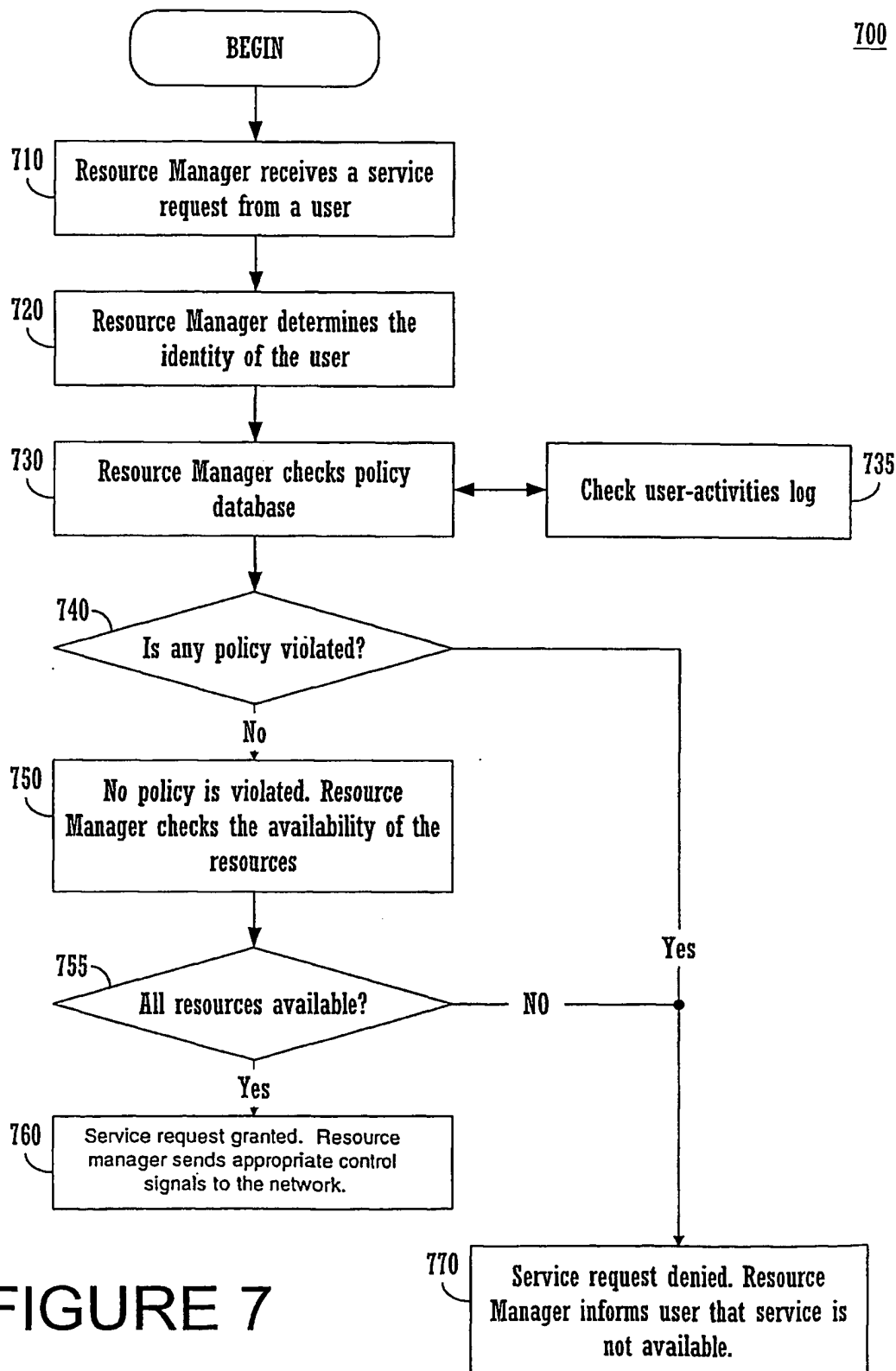


FIGURE 4

500**FIGURE 5**

600**FIGURE 6**



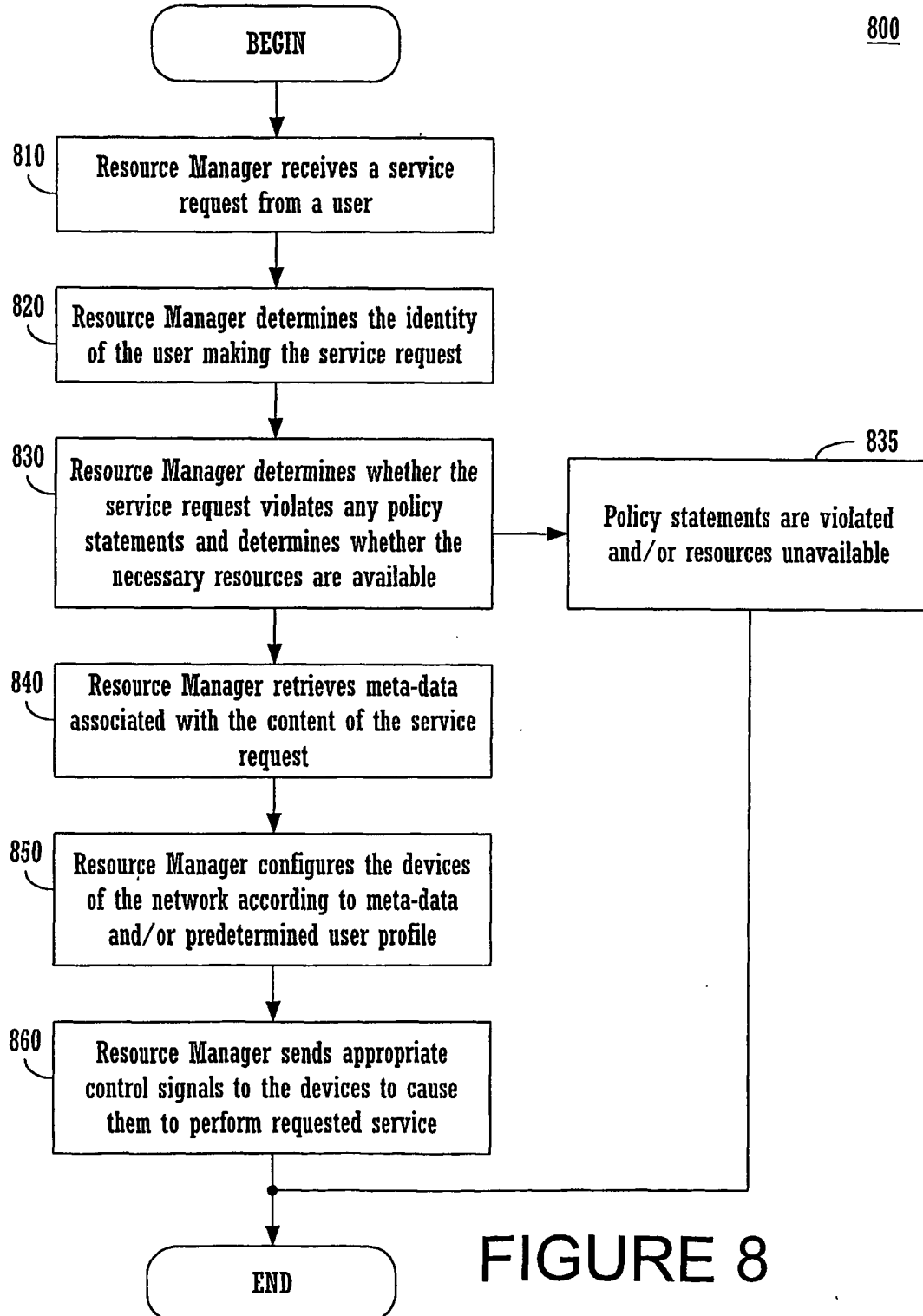


FIGURE 8

900

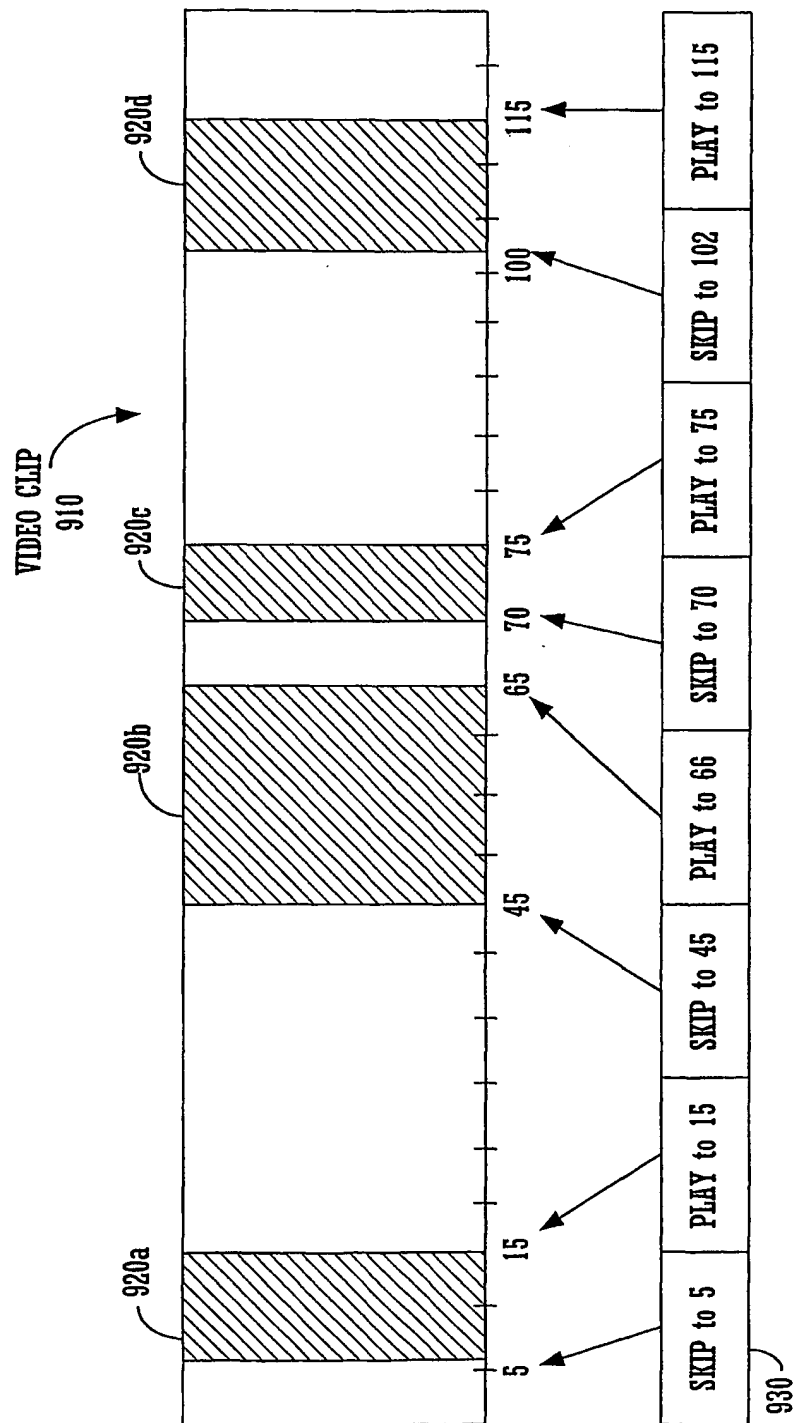


FIGURE 9

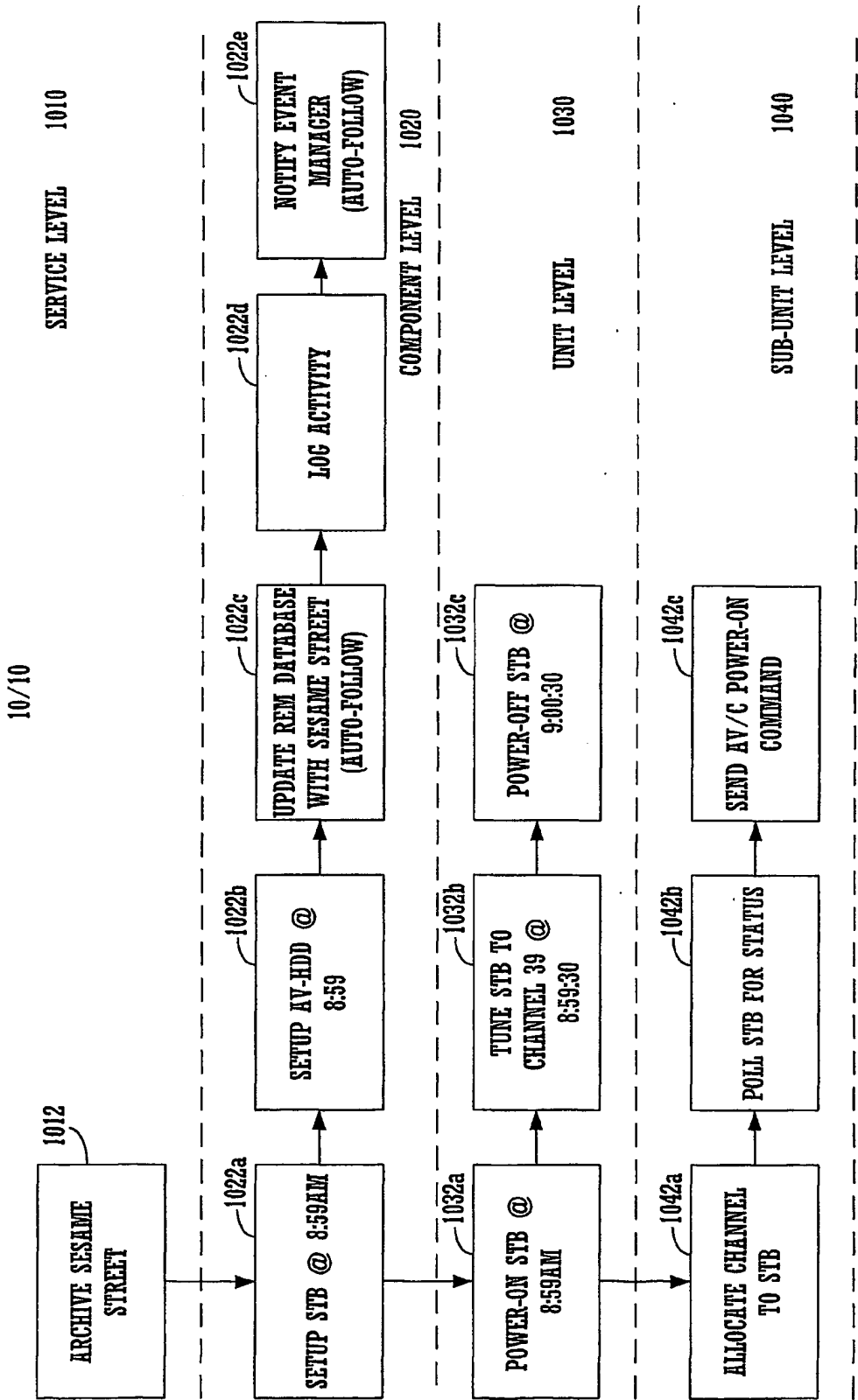


FIGURE 10